

Client Interview:

Black text are questions

Red text are Client responses

GENERAL Questions:

- In last years competition what were the subs major strengths/weaknesses?
 - Strengths – modular design
 - Weakness – AI, gripping with claws
- How has WSU's team felt about previous partnerships with UI? What did the previous year do right/wrong and how would you like to see it improved?
 - Strength – Punctual, on top of things
 - Weakness – More people need to come to meetings/communicate
- How can we best schedule times when the sub is at UI or WSU?
 - Talk with EE, CS team leads to schedule times
 - First pool tests in Nov. Possibly investigate using UI pool for testing
- What does UI need to provide WSU for the journal paper? Is the previous years paper available for a guide?
 - Each team needs to write 3 pages of design decisions before June.
- What is the grading scheme like?
 - Statics judging
 - Team video
 - Presentation of Sub
 - Team Website

ME Questions:

- What obstacles were specifically avoided in last years competition? why?
 - Nothing was avoided last year. Want to get to paths, buoys. Would like to attempt sonar task.
- Possible obstacles we would like to build for in the upcoming event that hasn't yet been integrated into the current robosub design?
 - Bin task(dropping marker), torpedo task
- Who determines motors or pneumatics? CS or ME?
 - ME can decide, but needs to be passes with other team leads
- Specific target weight?
 - 48.5 is goal, but top teams are over that weight

- If weight isn't really an option, could we move things around/edit the structure? In essence, reposition certain subsystems for better balance and/or performance.
 - Yes. Good to let other teams know things might change
- What type of thrusters are used?
 - Thrusters are Seabotics

CS Questions:

- Do you think the robosub project would benefit more from the U of Idaho senior design pair focusing on one or two systems or each work with WSU on various aspects?
 - Talk to Dustin Crossman about dividing into separate tasks, but yes.
- What common design shortcomings did you notice in last year's software?
 - Biggest prob members not having an open mind about things. Need good communication between CS. Vision was poor for outside pool setting, so a smart idea would be to test the sub in an environment closer to that of the competition before sub can be qualified as "competition ready".
- Does the CS team use any sort of issue/task tracking system like an agile development board? If so, is it effective? If not, should we use one?
 - This could be proposed to the team lead and possibly implemented

EE:

- How has the EE from Uldaho collaborated with EE from WSU in the past?
 - Working closely with WSU team lead. Coordinating projects over Skype or email to limit travel